# School of Computing

CA326 Year 3 Project Proposal Form

\*\*SECTION A\*\*

Project Title Clubs and Societies Calendar Application

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Staff Member Consulted Donal Fitzpatrick

Project Description (1-2 pages):

\*\*Description\*\*

Our plan is to create an application for use by the students of DCU and the Clubs and Socs office to enable students of DCU to see events from clubs and societies all in one place, rather than the information being spread over multiple sources.

The most basic feature of the app is to display all the events from each club or society. We would also like to implement several other features, including the ability for users to add favourite clubs and/or societies, and the ability to filter by day, week or month, limiting the amount of extra information on the screen. We would also like to implement a log-in system for committee members who deal with events, which would allow them to add new events after the current cut-off point given by the Clubs and Socs Office. The chairperson of a society would give certain permissions to other members - such as Events Officer, if applicable - to allow them to add and/or edit events in the calendar. Another feature we are considering is event reminders, delivered by push notifications, allowing those who opt in to this to be reminded about the event on the morning of the event.

If possible, we would also like to allow users to join Clubs and Societies through the app. Another possible addition would be the simultaneous creation of an event on Facebook upon the addition of an event in our calendar.

We will work on making this application as accessible as possible, striving to ensure that we meet EU standards of web accessibility, which also apply to mobile applications.

\*\*Programming language(s)\*\*

Javascript, HTML, CSS,

\*\*Programming tool(s)\*\*

Apache Cordova (PhoneGap) or another cross platform toolkit, Sublime, Brackets

\*\*Learning Challenges\*\*

Learning how to build a mobile application. Working in depth with Javascript. Improving our knowledge of HTML and CSS. Learning how to implement secure payments. Utilising another applications API.

\*\*Hardware / software platform\*\*

Hardware: PC, Mac.

Software: Windows, macOS, Linux.

\*\*Special hardware / software requirements\*\*

N/A